Disney

EPIC MICKEY 2

THE POWER OF TWO

EVERYONE

E

CONTENT RATED BY ESRB

Disney

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

3D GAME NOTICE:

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person — please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®3 you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

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NOTICES:

PS3™ system software v3.30 (or later), 3D display with compatible 3D active glasses and high-speed HDMI cable (all sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Video output in HD requires cables and an HD- compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Disney Epic Mickey 2: The Power of Two disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

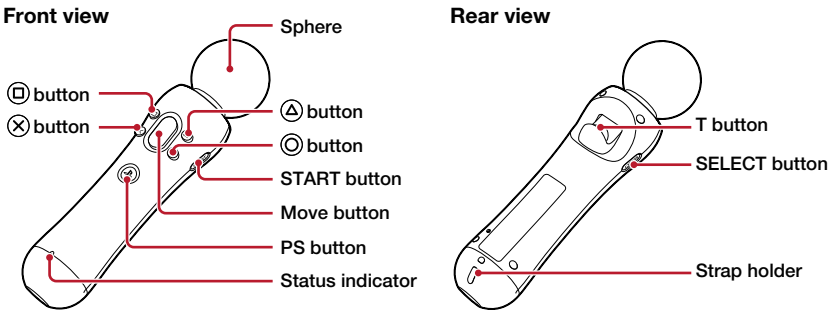
Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

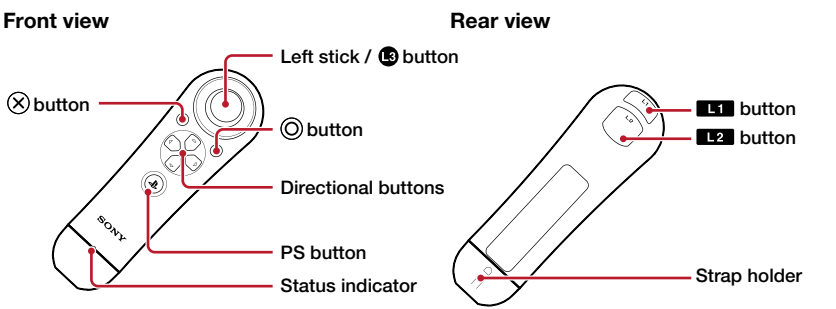
HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Controls

Using the PlayStation®Move motion controller



Using the PlayStation®Move navigation controller



Note: Always wear the included wrist strap with the PlayStation®Move motion controller. To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

MICKEY'S CONTROLS

X button	Jump/double jump/interact with objects and characters	**R1 button:** Tap	Cycle sketch
R2 button: Tap	Paint splash while aiming with the pointer	**R1 button:** Hold	Cast sketch
R2 button: Hold	Paint stream while aiming with the pointer	**Circle button**	Call Oswald/Co-Op Toss
L1 button	Camera reset to original position	**Triangle button**	1st person view/photo mode (once the player has the camera)
Left Stick	Move	**START button**	Display pause menu
Directional buttons	Control camera direction	**L2 button:** Tap	Paint thinner splash while aiming with the pointer
Square button	Spin attack	**L2 button:** Hold	Paint thinner stream while aiming with the pointer

OSWALD'S CONTROLS

X button	Jump/double jump/interact with objects and characters	**Directional buttons**	Control camera direction
X button: Hold	Helicopter ears	**Circle button**	Call Mickey/ Co-Op Toss
R2 button	Electric blast/electric stream	**Triangle button**	1st person view/photo mode (once the player has the camera)
L1 button	Lock on/re-center	**START button**	Drop in/Drop out
Left Stick	Move	**Right stick**	Move paint/ thinner cursor
Square button	Spin attack		

Note: The game automatically saves your progress during play.

MICKEY'S ABILITIES

Paint and Thinner are powerful tools in Wasteland. Use Paint to fill in objects and befriend characters. Use Thinner to erase an object and battle enemies.

USING PAINT SPRAY

Tap the **R2 button** while aiming at the screen with the **Right stick** to release a quick splash of Paint. The Paint Spray is very powerful but it has a limited range. If not aiming at the screen, the Paint Spray will shoot out straight in front of Mickey.

USING PAINT STREAM

If Mickey needs to use Paint on an object that is farther away or that requires more Paint, hold the **R2 button** while aiming with the **Right stick**. Be careful—this uses a lot of Paint fast!

USING THINNER SPRAY

Tap the **L2 button** while aiming at the screen with the **Right stick** to unleash a short, powerful splash of Thinner.

USING THINNER STREAM

Hold the **L2 button** while aiming the cursor with the **Right stick** to stream Thinner.

PAINT AND THINNER JUMP

Press either the **R2 button** or **L2 button** while in mid-jump to send a spray of Paint or Thinner directly beneath Mickey. This can be used in challenging situations.

OSWALD'S ABILITIES

Oswald can walk, run, sneak, jump, punch and kick. He can also do a ledge grab and take pictures in first-person mode. His Remote Control has different abilities to help him through the Wasteland: Electric Blast and Electric Beam.

HELICOPTER

Oswald can use his Helicopter Ears as propellers to glide down from high platforms and perform Co-op moves with Mickey.

BOOMARMERANG

Oswald can hurl one of his arms to stun any enemy it hits before returning to Oswald. If it strikes a thinned-out animatronic, the boomarmerang throw counts as a hit. Boomarmerangs can also be used to activate switches from a distance.

REPROGRAMMING

(mini game when close to a stunned Beetleworx or mechanical device)

Constructed by the Mad Doctor from old animatronic pieces of forgotten rides, these mechanical monsters are barely affected by Paint and Thinner. If a Beetleworx is stunned, Oswald can adjust the frequency of his remote to reprogram it, activating a mini-game where you take control of the Beetleworx.

MICKEY & OSWALD CO-OP PLAY

GRAB AND TOSS PLAYER

For those times when you absolutely, positively need to have your character tossed high in the air. To send a request, hold the **Circle button**. A simple icon will appear above your teammate's head, indicating that you'd like to be tossed. If the icon appears in color, you're both in range (it will be grayed-out if either one is out of range). Your teammate can then hold the **X button** and toss your character high in the air. This move can be performed while running, and the tossed character has a degree of control once they are in the air (for example, Oswald can activate his Helicopter Ears in mid-toss).

HELICOPTER EARLIFT

When Oswald is floating through the air with his Helicopter Ears ability, Mickey can hitch a ride by jumping towards Oswald while holding the **Circle button** to grab onto him. Either player can use their Spin/Melee attack to break apart while in the air.

CROSSING THE STREAMS

If Mickey and Oswald cross their Paint/Thinner and Electric Beam Streams, a force field of both elements will begin to form at the point where the streams cross. The force field will continue to grow in size at a steady pace as long as the connection is maintained. If either player releases the connection, the force field will be launched as an attack. The amount of damage the force field causes depends on how large it was before launch. The direction the force field travels depends on the angle of the two streams crossing. This move is especially strong against Blotworx.

OSWALD'S LUCK

This will rumble Mickey's Game Controller when Oswald is wearing a Gremlin costume.

REVIVE

If a player loses all of their health while over solid ground, they will puddle and remain in the area for a short period of time. The other player will then have the opportunity to bring them back before they respawn at their last spawn point. When revived, the puddled player will return with partial health. Mickey can use Paint to bring a puddled Oswald back. Oswald can use a Shock from his remote to bring a puddled Mickey back.